

frames of one of the series of time sequenced images depicting an event.

11. A video game apparatus comprising;

means for maintaining a library containing a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;

means for providing an array of frames arranged substantially in a prescribed arrangement;

means for displaying in a selected frame a selected one of the first time images from said library;

means for displaying in another selected frame a selected one of the second time images from said library; and

means for identifying as a first winning condition the display in the selected frames of one of the series of time sequenced images depicting an event.

12. A method of playing a video game comprising the steps of:

maintaining a library containing at least three series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;

providing an array of at least three frames in a prescribed arrangement;

displaying in a first selected frame a selected one of the first time images from said library;

displaying in a second selected frame a selected one of the second time images from said library;

displaying in a third selected frame a selected one of the third time images from said library;